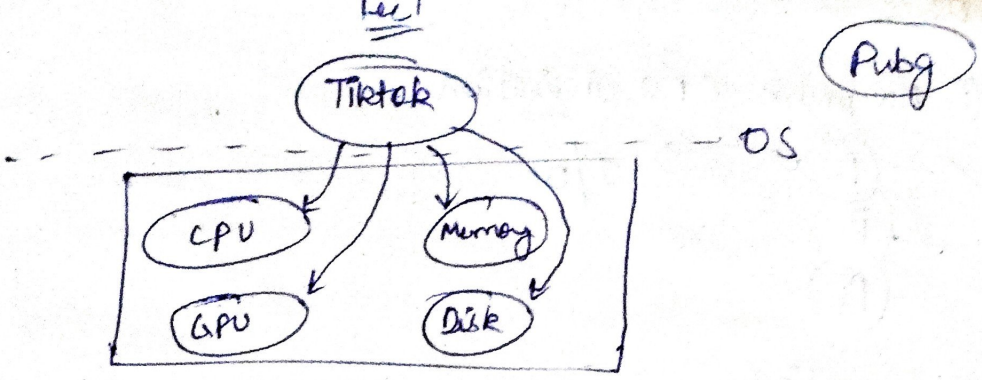
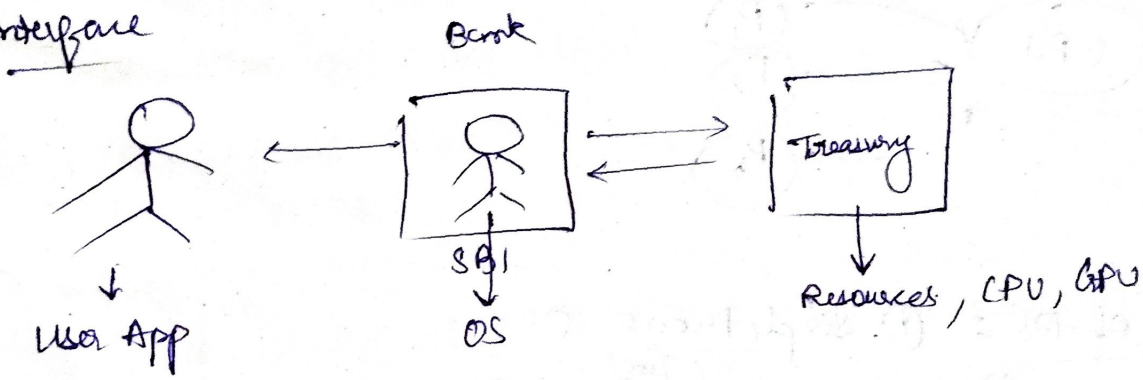


Tiktok → 5% CPU
10% Memory
12% GPU

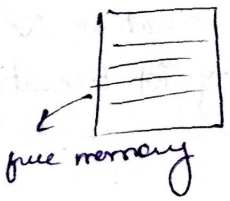
Pubg → 50% CPU
50% → memory
60% → GPU

OS: Resource Management

Interface



C++ → malloc, new



Tiktop
↳ Memory Management
↳ Resource Management

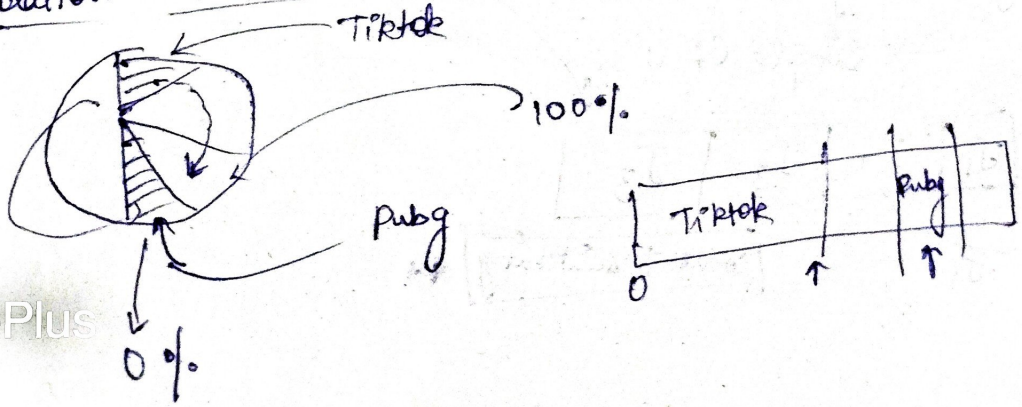
Pubg
↳ Man Mem
↳ Res Mem

Bubg → 50MB + 700MB

DRY → Do not repeat yourself.

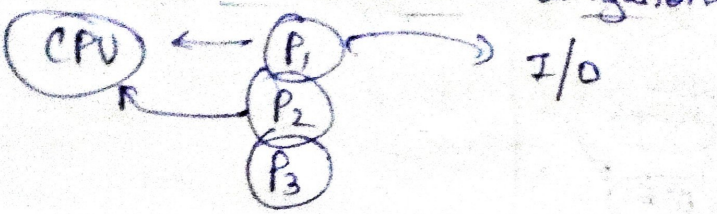
Resource Management:

Isolation & Protection

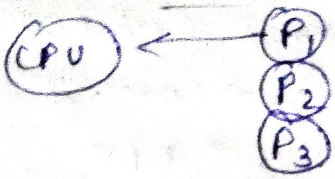


Types of OS :

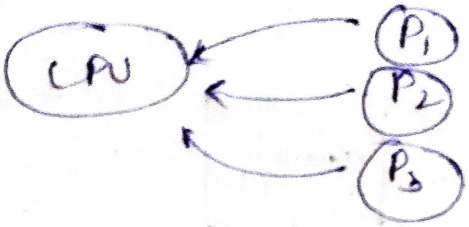
Goals : (1) Maximum CPU utilization



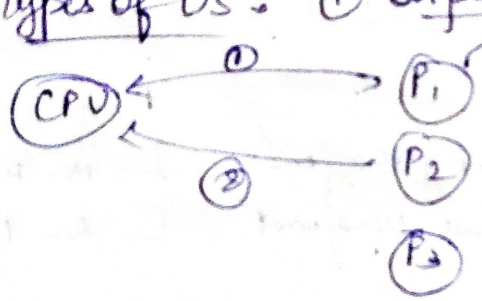
(2) Process Starvation



(3) High Priority Job Execution :



Types of OS : (1) Single Process OS :



Maximum CPU utilization ✗
Process Starvation ✓
High Priority Job Execution ✗

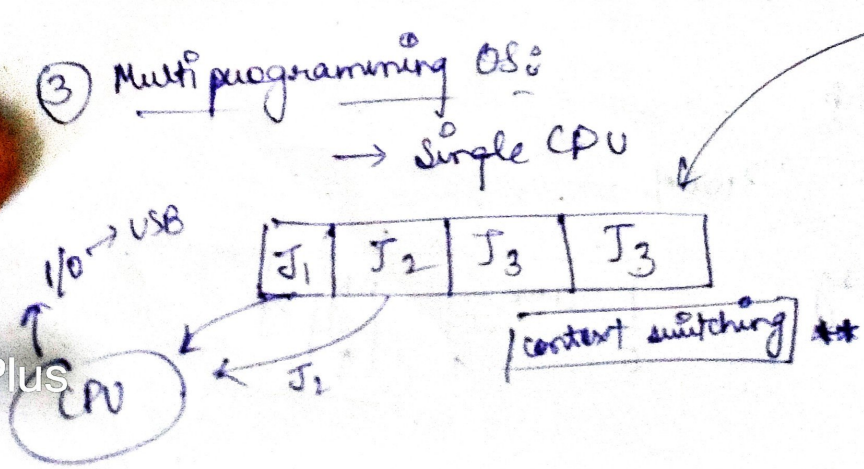
Eg : MSDOS

(2) Batch Processing OS :

operator ⟷ sorts the jobs

(3) Multiprogramming OS :

→ Single CPU

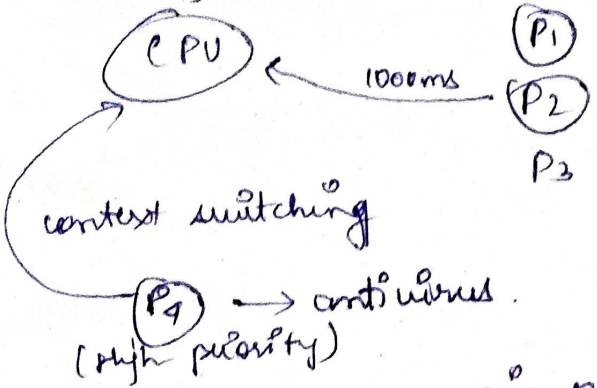


Save and restore process

PCB → Process Control Block

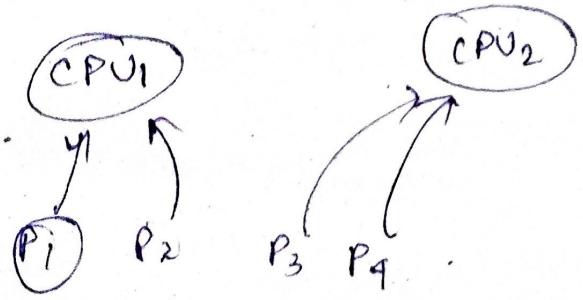
(4) Multitasking OS:
- Single CPU
- Context switching
- Time sharing

Time Quantum → 1000ms

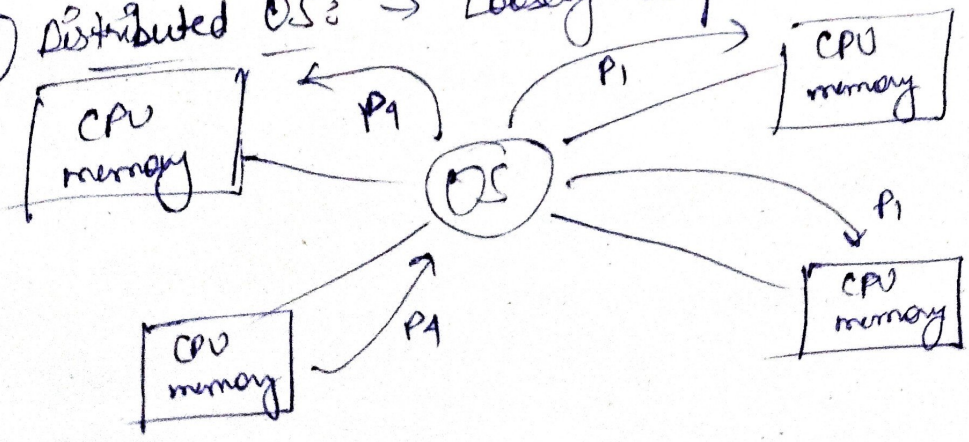


(5) Multi-processing OS:-
→ context switching
→ Time sharing
→ CPU ≥ 1

CPU1 busy hogya toh kya hua CPU2 to chalega hi.



(6) Distributed OS: → Loosely coupled



High end.